# KONAMI®

# METAMORPHIC FORCE ™

**WARNING**

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PN.950460

## Technical Information

(1) Required power capacity
   GND-Vcc 5V 4A or more
   GND-(+12V)
   * See the Wiring Diagrams.
(2) Output
   R(red) analog, positive
   G(green) analog, positive
   B(blue) analog, positive
   SYNC. H-V complexed, negative
(3) The monitor should be installed horizontally.
(4) There is no sound volume knob on the PCB. Sound level should be adjusted in the Manual Test mode. (See next page.)
(5) Handle with care.

## Play Instruction

● This game can be adjusted for both 2P simultanious play mode or 4P one. Choose which mode you would like with Dip switch, when installed on site. (See page 6 on Dip switch setting)
● Select a character you want to control on the screen, when 2P mode. On 4P mode, where your control panel against the cabinet is dictates your character you will control.
● Player(s) can join in at any time, and also can continue to play by depositing additional coin(s), when the game is over.
● Damaged by enemy's attack, character's energy decreases. Watch your energy points not to reach 0, so you don't have the game be over. The initial energy level is 100. You can get additional 5 energy by depositing another coin, 10 energy for 2 coins, and so on.
● By getting item(s) appearing during the game, you can have some special bonus, like regaining energy, etc.
● The biggest feature of this game is that characters can make metamorphoses into Beasts by getting statues. And also, at this point, they can become the strongest golden beast, by getting additional Statue.
● When changed into beasts, there appear "Beast energy meter". Beast energy meter hitting the bottom, or character's death (In case you deposite additional coin to continue to play) makes your character human again.

## How to control

● Control your character's movements using 8-way Joystick.
● Attack enemies with SHOT 1 button. Combination of movement of Joystick and SHOT 1 button or timing of pressing button make each character attack in specific special way.
● Pressing SHOT 2 botton make your character jump. By pressing both button, your character make special attack, which will damage enemies while some energy is consumed.

## Control Panel Information

Use control panel with sufficient sets(2 or 4) of an 8-way Joystick and 2 buttons for each player. If the setting is COMMON coin slot mode, SHOT button can be used as START button.



1UP  2UP START

8-WAY JOYSTICK    SHOT 1 button    SHOT 2 button    8-WAY JOYSTICK    SHOT 1 button    SHOT 2 button
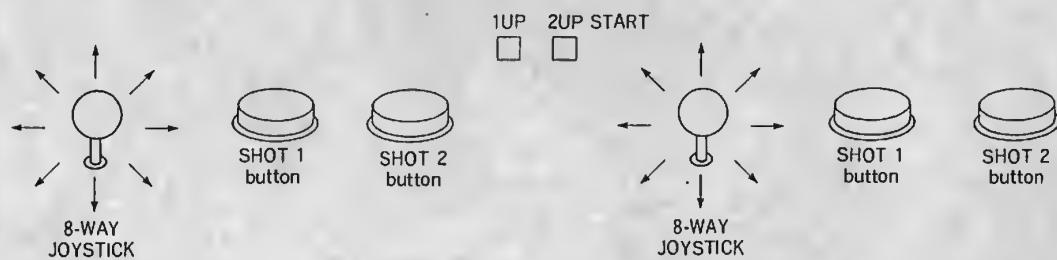
## Self Test

Normal　: "OK" will be displayed. Then the game will start.

Abnormal : "BAD" will be displayed and self test will repeat. If "VERSION ERROR" is displayed, switch off and switch on again while continually pressing down on the TEST SWITCH on the PCB.

Switching on with TEST SWITCH pressed causes the settings of the manual test to be initialized to default.

## Manual Test

**(1)HOW TO START**

After switching on the power, press the TEST SWITCH on the PCB or on the cabinet, and you will get the MAIN MENU of the Manual Test Mode.

<N.B.>Switching on with TEST SWITCH pressed causes the program in the EEP ROM to be initialized to default.

**(2)HOW TO RETURN TO THE GAME MODE**

Select "GAME MODE" on the MAIN MENU then press Player 1's SHOT 1 BUTTON to return to the game mode.

**(3)ITEMS AND HOW TO SELECT**

Use Player 1 Joystick to move arrow to desired test and press Player 1's SHOT BUTTON to initiate testing. Press Player 1's SHOT BUTTON during or at the end of each test to return to the MAIN MENU.

```
        MAIN MENU

    I/O CHECK
    SCREEN CHECK
    COLOR CHECK
    MASK ROM  CHECK
    GAME OPTIONS
    COIN OPTIONS
    SOUND OPTIONS
    DIP SWITCH SETTINGS
    GAME MODE                    ···Return to GAME MODE

    1 PLYR JOYSTICK = SELECT ITEM
    1 PLYR SHOOT 1  = DO CHECK
```
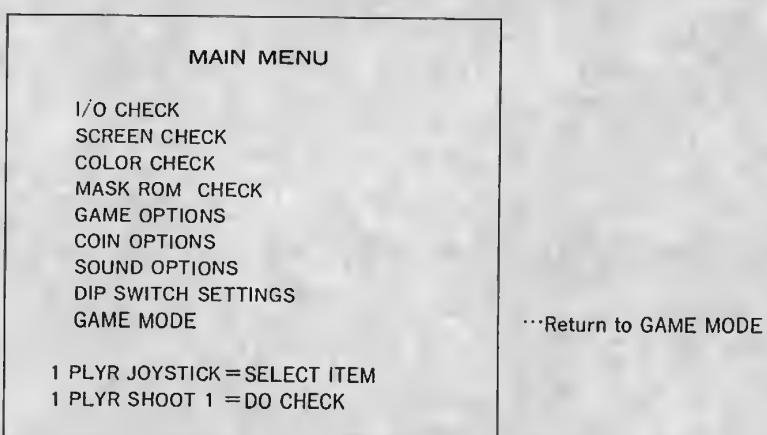
**(4)EXPLANATION OF THE ITEMS**

The following screen below will appear. Select item to be modified with player 1 Joystick up/down and move Joystick right/left to modify setting. Factory settings are shown in green, and modified results in red. After modification is completed, select "SAVE AND EXIT" and press player 1 START BUTTON to save and return to MAIN MENU.

＊If you select "EXIT" instead of "SAVE AND EXIT" after modifying some settings, the message appears; "YOU DID NOT SAVE. DO YOU WANT TO SAVE? YES/NO". When you choose "YES", the screen shows "NOW SAVING" and returns to MAIN MENU. If you select "NO", "NO MODIFICATION" is shown and then MAIN MENU appears.

**1. I/O CHECK**

Check the Joystick and buttons to see "1" when switched on.

Press player 1 and 2 START BUTTONs at the same time to return to MAIN MENU.

**2. SCREEN CHECK**

Adjust focus, alignment, size, etc. using the cross-hatch screen.

**3. COLOR CHECK**

Adjust color brightness so that the specified area will be colorless.

**4. MASK ROM CHECK**

Roms will be checked one after another, and the message "OK" or "BAD"' will be displayed on the screen.

## 5. GAME OPTIONS

The following screen bellow will appear.

```
                GAME OPTIONS


PLAYER'S ENERGY LEVEL              100      ···Player's energy level for
                                               1 coin(50 to 400)
DIFFICULTY LEVEL          4/MEDIUM          ···Select out of 8 levels
VIOLENT MODE                NORMAL          ···"NORMAL" or "UP SIDE DOWN"
LOOP SETTING        GAME OVER AFTER         ···"GAME OVER AFTER FINAL STAGE"
                      SECOND ROUND             "GAME OVER AFTER SECOND ROUND"
                                               or "ENDLESS"
FACTORY SETTINGS                            ···Returned to Factory Settings.
SAVE AND EXIT
EXIT


1 PLYR JOYSTICK
        UP/DOWN=SELECT OPTION
        RIGHT/LEFT=MODIFY SETTING
```

(Settings above are not always the factory settings.)


## 6. COIN OPTIONS

When you select this item, the following screen will appear. The specifications are for COMMON coin slot (DIP SW2 off) and for INDEPENDANT coin slot (DIP SW2 ON).

<INDEPENDANT>

```
                COIN OPTIONS


COIN MECHANISM              INDEPENDENT     ···Indication for INDEPENDENT setting.
                                               Modified with Dip switch.
PREMIUM START                       NO      ···Set for PREMIUM START. "NO" or
                                               "YES 1" to "YES 4"
STARTING            1 COIN   1 CREDIT        ···Set the number of credit for
CONTINUATION        1 COIN   1 CREDIT           Start and Continue. (1-8)

FACTORY SETTINGS
SAVE AND EXIT                               ─Same as above "GAME OPTION".
EXIT


1 PLYR JOYSTICK
        UP/DOWN=SELECT OPTION
        RIGHT/LEFT=MODIFY SETTING
```

&lt;COMMON&gt;

```
              COIN OPTIONS

FREE PLAY                              NO      ···Set for Free Play."YES" or "NO"
COIN MECHANISM                      COMMON     ···Indication for COMMON setting.
                                                  Modified with Dip Switch.
COIN SLOT 1                  1 COIN  1 CREDIT   ···Set the number of credit for
COIN SLOT 2                  1 COIN  1 CREDIT      Start and Continue. (1-8)

FACTORY SETTINGS
SAVE AND EXIT
EXIT                                          ─Same as above "GAME OPTIONS".

1 PLYR JOYSTICK
      UP/DOWN=SELECT OPTION
      1 PLAYER RIGHT/LEFT=MODIFY SETTING
```

∗ COIN SETTING OPTIONS

| COIN(S)   | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 2 | 2 | 2 | 3 | 3 | 3 | 4 | 4 | 4 |
|-----------|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|
| CREDIT(S) | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 1 | 3 | 5 | 1 | 2 | 4 | 1 | 3 | 5 |

## 7. SOUND OPTIONS

The following screen below will appear;

```
              SOUND OPTIONS
                                              ···Select out of the following 4 types
SOUND IN ATTRACT                                 "ALL THE TIME", "ONCE EVERY 3 CYCLES"
                      MODE ALL THE TIME          "ONCE EVERY 5 CYCLES", "COMPLETELY
                                                 OFF"

SOUND VOLUME          □□□□□□□□□         ···Sound Volume adjustment (0-29)
SOUND SCALE CHECK                             ···Do re mi ...do" will sound.

FACTORY SETTINGS                              ···Returned to Factory Settings
SAVE AND EXIT
EXIT

1 PLYR JOYSTICK
      UP/DOWN=SELECT OPTION
      RIGHT/LEFT=MODIFY SETTING
```

(Settings above are not always the factory settings.)

## 8. DIP SWITCH SETTING

You can check the settings of DIP SWITCH at this item. You can change the settings with DIP SWITCH as per the following;

| DIP SWITCH | CONTENTS | DIP SW/ON | DIP SW/OFF |
|------------|----------|-----------|------------|
| SW1 | SOUND OUTPUT | STEREO | MONAURAL |
| SW2 | COIN MECHANISM | INDEPENDENT | COMMON |
| SW3 | NUMBER OF PLAYERS | 4 PLAYERS | 2 PLAYERS |
| SW4 | CONTINUOUS ENERGY INCREMENT | YES | NO |

# WIRING DIAGRAM

**CONTROL FOR 1P**

**CONTROL FOR 2P**

**CONTROL FOR 3P**

**CONTROL FOR 4P**

**COLOR MONITOR**

RED
GREEN
BLUE
SYNC
GND

**POWER SUPPLY**

GND
+5V (4A)
+12V

COIN COUNTER1
COIN COUNTER2

STEREO
LEFT
RIGHT

MONAURAL

4Ω 15W / 4Ω 15W / 4Ω 15W
8Ω 8W / 8Ω 8W / 8Ω 8W
8Ω 8W / 8Ω 8W

NOT APPLICABLE

+12V REQUIRED POWER CAPACITY

- NOTE -

(1) 1P : NO.1 PLAYER   2P : NO.2 PLAYER
    3P : NO.3 PLAYER   4P : NO.4 PLAYER
(2) SURGE KILLER DIODES FOR COIN
    COUNTER INSTALLED ON THE PCB.
(3) YOU CANNOT USE BOTH STEREO AND MONAURAL
    OUTPUTS AT THE SAME TIME.
(4) DO NOT CONNECT SPEAKER(-) TO GND.

GX224
PWB 353401A

JAMMA 56PIN EDGE CONNECTOR
5.32 INCH PITCH

PARTS SIDE
SOLDER SIDE

SOUND OUTPUT
4P NH CONNECTOR
B4P-SHF-1AA J.S.T
SOUND OUT CN6

EXTENSION I/O
15P NH CONNECTOR
B15P-SHF-1AA J.S.T
CN7·3P·

EXTENSION I/O
15P NH CONNECTOR
B15P-SHF-1AA J.S.T
CN8·4P·